2018/12/21 - YAAM is done

Go get it. Try it out. Leave suggestions.

I'll be using it for the 30 second chase sequence next on my list. I'm pretty sure I'll think up of more features to add as I start using it.

The next software project for this Open Movie will be a distributed renderer. I already have a python command line version, but I want to create a C/C++ one with a GUI interface. I have a design, but I'll probably want to get some animation going before I tackle that project.